COLONEL'S BEQUEST™

A Laura Bow Murder Mystery

HINT BOOK

by

Roberta Williams

Introduction

Welcome to *THE COLONEL'S BEQUEST,* a "Laura Bow Murder Mystery."

The hero, or should I say, heroine of the story is Laura Bow, a young college student majoring in journalism at Tulane University in New Orleans. Having been invited to spend a "family reunion" weekend at the isolated bayou estate of a friend's rich uncle, she is suddenly and innocently caught up in a terrible series of murders beginning that first night.

While endeavoring to keep herself from becoming a victim of some maniacal killer, Laura, being a courageous, intuitive, and very curious girl, searches out clues, asks questions of remaining guests, and keeps her eyes open for any or all unusual happenings in an attempt to determine who might be doing these terrible deeds. Can Laura not only find the killer but possibly apprehend him or her? Is there more to the estate than meets the eye? Is escape possible? Can she not only stop the murderer but save lives as well? Could the Colonel's will have anything to do with the murders? Well...these are indeed awesome questions. So put on your detective hat and supply the help and encouragement that Laura will need to determine the answers!

The whole story of *THE COLONEL'S BEQUEST* occurs in one long night, but it is NOT a timed game. Therefore, feel no rush to solve it. It has the feel of a play and is actually divided up into eight separate "acts." The acts will proceed according to what you DO and will not only help to determine your progress, but will move the story along as well. Be very observant, look for clues, and save your game OFTEN. Once you've got the hang of it you'll find that being a "sleuth" can be fun and rewarding!

Upon playing the game you will quickly notice that *THE COLONEL'S BEQUEST* does not have a score system. There are no "points" you can earn. There is no "maximum score." It was felt that a score system would detract from the story and make *THE COLONEL'S BEQUEST* look too "game-like." We wanted the player to concentrate on the STORY rather than on winning POINTS. So...without a score system, how would a player's progress be gauged? That question had us stumped for awhile, too. The answer is in two parts: First, moving on to a new "act" will help to determine your progress, and, second, the game will review what you KNOW and what you DON'T KNOW at the end of the game, and if you wish, supply "hints" to steer you in

the right direction upon re-play of the game. The game will then "rank" you as to your detecting skills.

To play an adventure game is to enter a fantasy world where YOU are the hero or heroine. You will be Laura Bow. You will guide her. You will think for her. Unfortunately if you are not careful, you will die with her. As Laura, throughout the game, you will encounter obstacles and puzzles designed to thwart you. Many times you may feel that all you need is a little hint in the right direction to get going again. Other times a puzzle may have you so confounded that you require the answer! Hopefully, if you're stumped, this hint book will put you back on track again.

How to use a hint book

If you feel you're stuck, look for a question that most resembles your problem. The hints usually progress, from top to bottom, from a mere hint or "nudge" to an outright answer to the problem. To uncover an answer to a question, simply place the see-through red "adventure window" over the first box. Seemingly by magic the answer will appear! I feel it's best to solve adventure games without looking at too many answers. At first, try to get by on just a small hint. ONLY if you're REALLY stumped should you go for the answer.

How NOT to use a hint book

I have NOT created this book with the intention that you should sit down and read it through before playing the game. Rather, the opposite is true. I would feel most proud to have you use this book as little as possible. That would show great integrity and perseverance on your part. If you must have help, read only those hints pertaining to your particular problem. To be a bit sneaky, though, I've included some fake hints to throw you off the path. If you see a question regarding an heirloom brooch, don't necessarily assume that an heirloom brooch even exists in this game!

If you've finished *THE COLONEL'S BEQUEST*

If you've "won" the game but did not make the rank of "Super Sleuth," I'm sure that we can entice you to play again to better your rank. If you did not make "Super Sleuth," there are things you did not do or see. Start the game over from the

beginning. Be more observant. Try to "get" everything you can. In some situations, try doing things differently than you did before.

I've included a section toward the end of this book called "After the End of the Game." Do NOT read this section unless you feel you've tried everything and cannot seem to obtain the rank of "Super Sleuth." This section will tell you which items you might not have gotten, things you might not have done or seen, or alternate ways of doing things. Again, do NOT treat this section lightly. To see it too soon could ruin the game for you.

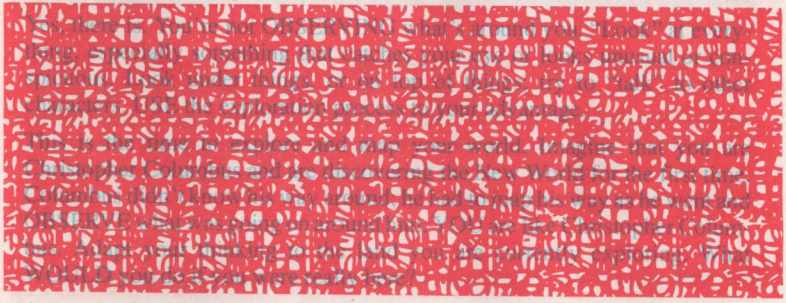
If you have enjoyed this game, I'm sure that you will like our other animated adventure games: *King's Quest I, II, III, and IV; Space Quest I, II, and III; Police Quest I and II; Leisure Suit Larry I, II, and III; Manhunter I and II; Hero's Quest I; Codename: ICEMAN; Conquest Of Camelot; The Black Cauldron; Gold Rush*; and last but not least, *Mixed-up Mother Goose* for the little ones.

Good luck on your adventure, and I truly hope you enjoy *THE COLONEL'S BEQUEST!*

Roberta Williams

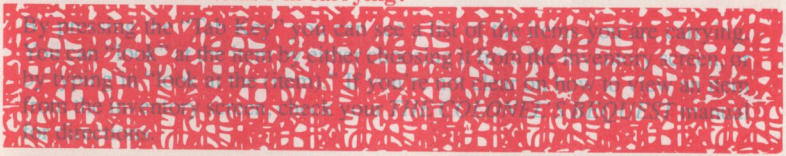
General Questions

All I do is wander around! There must be more to an adventure game than this?!



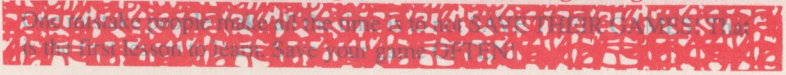
This game is too fast! This game is too slow!

How do I "see" the items I'm carrying?



How do I "drop" items?

Am I the only one who keeps failing in my goal? I'm tired of starting all over again from the beginning of the game. What am I doing wrong?



Where does Laura put all that stuff she's carrying?

Characters in the Game

Colonel Henri Dijon

Ethel Prune

Lillian Prune

Gertrude Dijon

Gloria Swansong

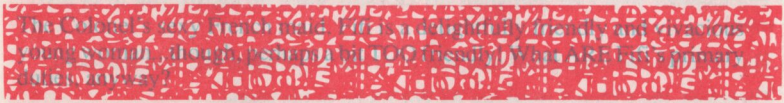
Rudolph Dijon

Clarence Sparrow

Dr. Wilbur C. Feels

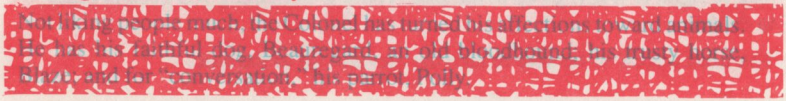
Jeeves

Fifi



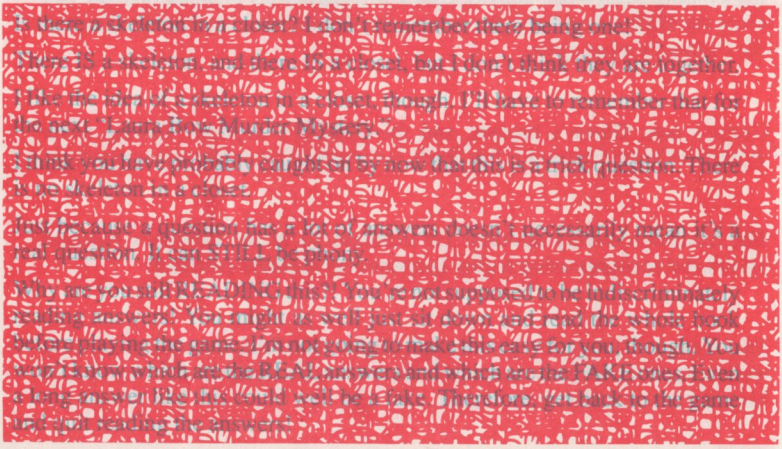
Celie

Beauregard, Blaze, and Polly



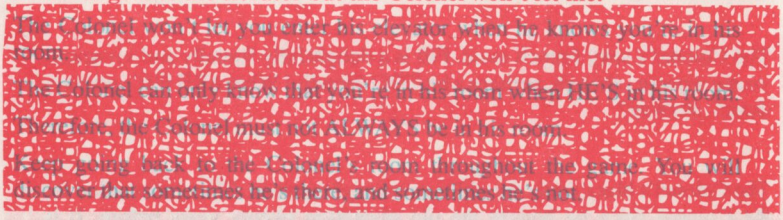
General Exploration in the Mansion

I found a skeleton in the closet! Eeeeeeek!!



The crystal chandelier keeps falling on me!

I want to go into the elevator but the Colonel won't let me!



Okay, I finally managed to enter the elevator. I think it can go up to the attic. How do I get it to go there?

There is a key in the Colonel's room. This key enables the elevator to go up to the attic.

The key to the elevator is hidden in the barrel of the miniature cannon on the Colonel's fireplace mantel. This key enables the elevator to go up to the attic.

I discovered a chute! Where does it go? Can I go down it safely?

NO! You cannot go down it safely...EVER!

There is never a way you can go DOWN it safely. However, there is a way that you can eventually get to the bottom of it.

The chute ends up in the basement below the house. By finding your way to the basement, you can find the bottom of the chute.

I want to take the doctor's bag. How can I do that?

It's not your bag (no pun intended).

There is no reason for you to take the doctor's bag. It is only there for you to NOTICE. There are many things to notice in this game and not necessarily take.

I found a tortoise shell comb! What do I do with it? Should I wear it in my hair?

Sure, if you want to!

On the other hand, I don't think that's possible.

It is not possible because there is NO tortoise shell comb in this game. Gotcha!

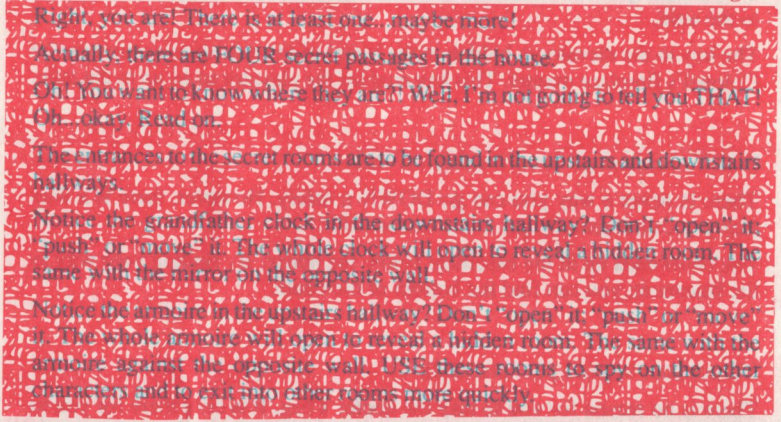
I know there is an attic as I can sort of see it behind a locked door on the third level. How can I go there?

There are actually TWO ways to get into the attic. One way is starting from the third act, but the other way you can't do until the eighth act.

The elevator will take you up to the attic starting from the third act. In the eighth act, you can find a skeleton key that will unlock the attic door.

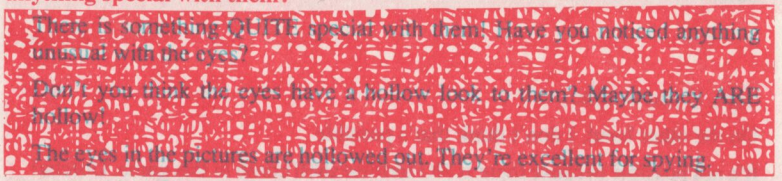
You need to find a KEY in the miniature cannon on the Colonel's fireplace mantel. However, you can't get this key until the Colonel leaves the house (at the second act). This key will enable the elevator to go up to the attic. In the eighth act, you can find a skeleton key on the dead body that will unlock the attic door.

I suspect there is at least one secret passage or room, in this house. Am I right?



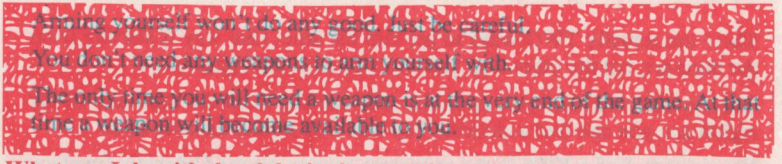
[redacted]

I've noticed several large pictures on the walls in various rooms. Is there anything special with them?



[redacted]

I discovered some weapons in the study. I would like to arm myself. How can I do that?



[redacted]

What can I do with the globe in the study?

[redacted]

What can I do with the dog? He just lies there!

Yes, that's what he does best. There's only [illegible] down, [illegible] to [illegible] the dog.

[illegible]

[illegible]

[illegible]

I think there's something special with the player piano but I can't find anything!

[illegible]

[illegible]

I want to play billiards! How can I do this?

[illegible]

[illegible]

I try to "talk" to the parrot but all he does is either "squawk" at me or ask for crackers! Would crackers help?

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

I see a mirror hanging on the wall in the downstairs hallway. Is there anything special with it?

As a matter of fact, there IS something special with the mirror!

Don't just look in the mirror "push" on it. It's a revolving mirror!

By "pushing" or "moving" the mirror you can turn it around and discover a secret room hidden behind it!

I found an empty closet. Is it always empty?

No, not always.

Most of the time it's empty. However, someone you may not want to find could be found in it!

Sometimes the murderer could be hiding there!

How can I "open" or "close" the murphy bed?

You can do that later in the game.

Later in the game the doctor's bag will be missing. At that time you could raise or lower the bed.

I finally got into the attic but I don't see anything interesting. What gives?

Did you see the stack of newspapers? Didn't you see the old trunk?

There is a stack of newspapers. In one newspaper you can read an interesting article.

You can find the Colonel's old army clothes in a trunk. On subsequent visits to the attic, the clothes may disappear, reappear, have blood or dust on them!

Is there anything else besides old army clothes in the attic trunk?

That's all there is.

Keep coming back to the attic. You will notice that sometimes the clothes are there, and sometimes they're not. That might indicate to you that someone should be disguising themselves in the clothes?

How can I play a record on the Victrola?

You can't. It's not your Victrola OR your records.

Don't worry about playing the Victrola. It's just there for atmosphere and scenery.

Can I EVER look into any of the suitcases besides my own?

[illegible]

How can I unlock the music box?

[illegible]

I can't seem to do anything with the suit of armor because it's so rusted!

[illegible]

I want to take the battle axe from the suit of armor. How can I do that?

[illegible]

I think there's something more to the grandfather clock than telling time!

[illegible]

I got killed when I took a shower!

[redacted]

Are there any books I can take, or read, in the library?

[redacted]

General Exploration Outside or in the Outbuildings

An alligator ate me!

[redacted]

I want to escape from this island! How can I do that?

[redacted]

I noticed a well. Is there anything down there?

[redacted]

I looked around in the old carriage house but couldn't find anything.

[redacted]

I've seen several statues around the property. Are any of them significant?

[redacted]

[redacted]

What's with the gazebo? There doesn't seem to be anything there.

[redacted]

What do I do with the pansies I picked from the flower bed? Should I give them to someone?

[redacted]

The horse is not very friendly! In fact he's downright mean!

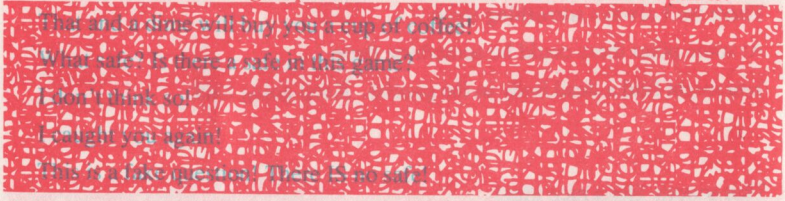
[redacted]

I see the lantern, but I can't get to it!

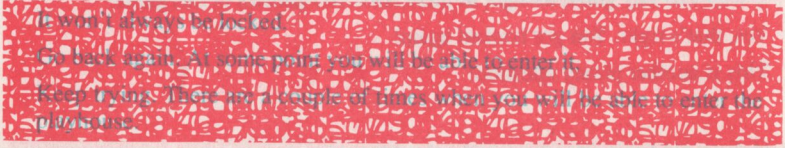
[redacted]

What's with the old swing?

I think there's something important in the wall safe! How can I open it?

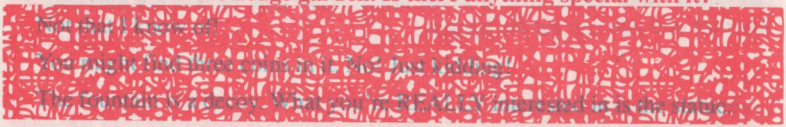


I want to go into the playhouse but it's locked!

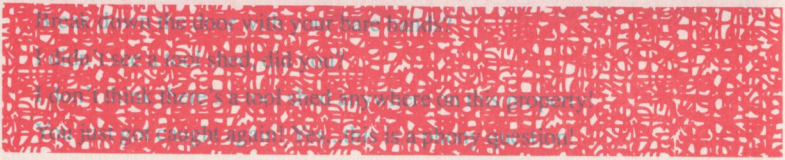


I've noticed there's a second-level porch on the front of the mansion. Can I ever get to it?

I see a fountain in the hedge garden. Is there anything special with it?



How can I get into the locked tool shed?

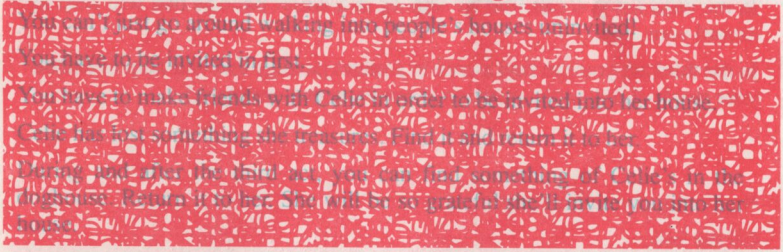


The cellar door is locked. I want to go in there!

I don't see anything special in the chapel.

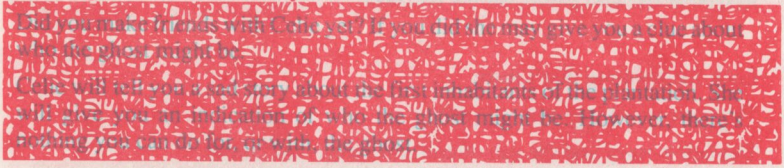
I see chickens in the chicken coop by Celie's house. Can I do anything with them?

Speaking of Celie's house, it's locked. How do I get in it?

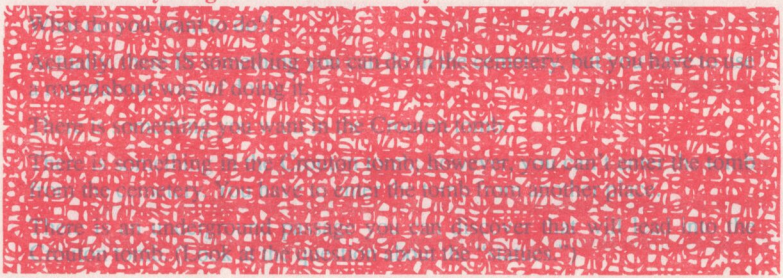


How do I go across the broken bridge in the swamp? I think there's something over there.

I saw a ghost in the cemetery! What does it want? What do I do with it?



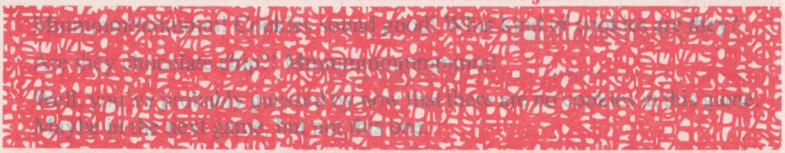
I can't find anything to do in the cemetery!



I would like to ring the bell in the bell tower but I can't reach the rope!

I climbed the ladder up the side of the beli tower but I can't see anything to do up there!

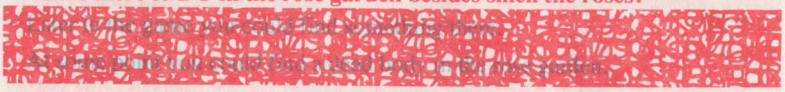
What do I do with the cookies I found in the cookie jar?



I found an oilcan! Now...what do I do with it?

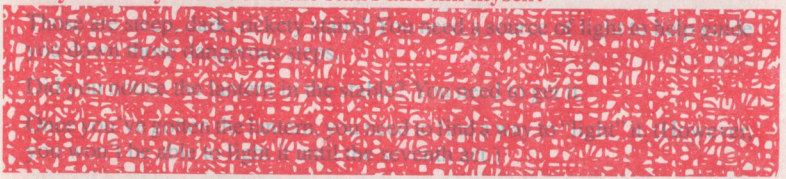
I see some old sugar cane fields on the other side of a wooden fence. How do I get into those fields?

What is there to DO in the rose garden besides smell the roses?



I can't find anything to do in the hedge garden.

I found a trapdoor that leads underground! Now...how can I enter it? Everytime I try I fall down the stairs and kill myself!



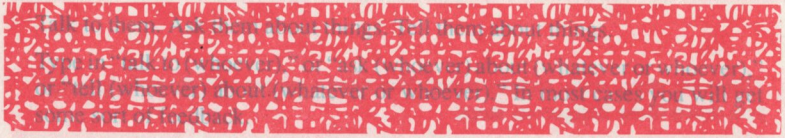
I found an old Bible and read what was in it. What does all that stuff have to do with the current mystery?

Walk Through By Act

Before proceeding with the questions concerning the specific acts, it's important to understand how they work. The game is divided into eight "acts." Each act is broken down into four "must do's." (A "must do" refers to something a player MUST DO to move the story, and thus the acts, along.) The game "begins" at 7:00 p.m. according to the grandfather clock in the downstairs hallway. Each time the player completes a "must do" (which may be nothing more than observing a character, or characters, in a particular place, or room) the "clock" moves forward fifteen minutes. Therefore, after completing four "must do's" the time will then be 8:00 p.m. and Act II will begin. Each act, except for the first one, will begin with a murder. This will continue on through the eight acts. That is how time, and the acts, proceed. The player is actually "causing" the story to progress by exploring and observing events.

Act I

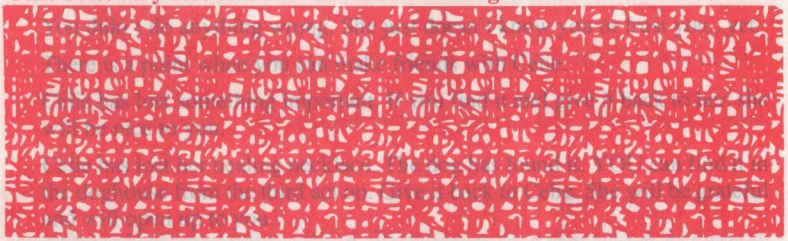
All the other characters seem to ignore me! How can I communicate with them?



I want to "spy" on the other characters. Is there a way to do this?

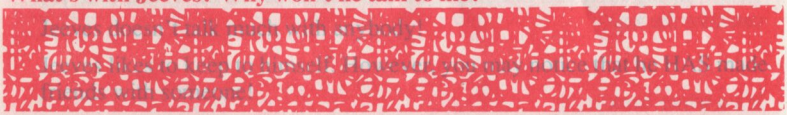
I noticed Wilbur reading a magazine in the library. I want that magazine but he won't let me have it!

Celie's not very nice to me! What did I do wrong?

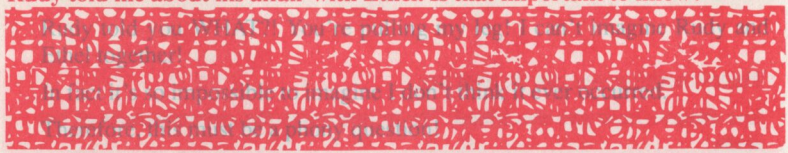


Is the Colonel always such a grouch? Or is it me?

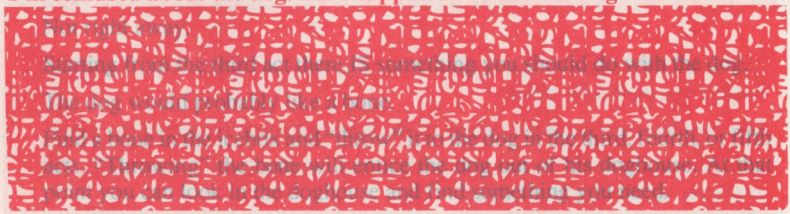
What's with Jeeves? Why won't he talk to me?



Rudy told me about his affair with Ethel. Is that important to know?

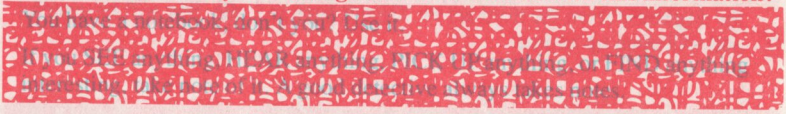


I'm confused about the dog. Am I supposed to do something with him?

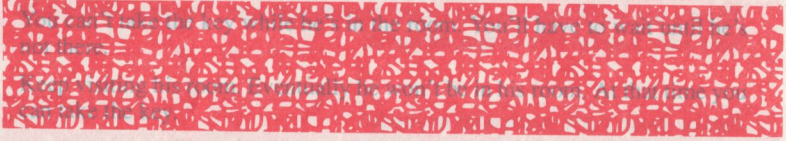


Lillian is supposed to be my friend but she doesn't seem to want to be with me!

I overheard some very interesting stuff! What do I do with this information?



I discovered a key in the Colonel's room but he won't let me take it!

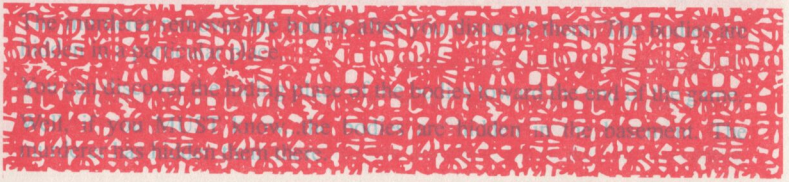


Ethel has a white thing in her hand. What is it?

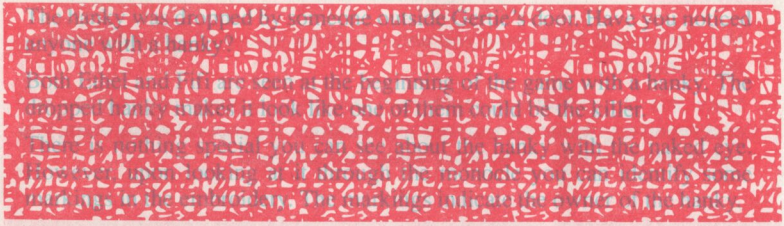
Act II

I found Gertie's dead body! Now what do I do?

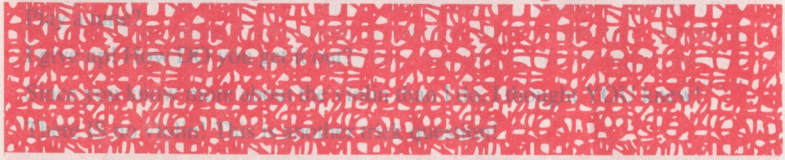
I walked away from Gertie's body and when I came back it was gone! Where is it? Who moved it?



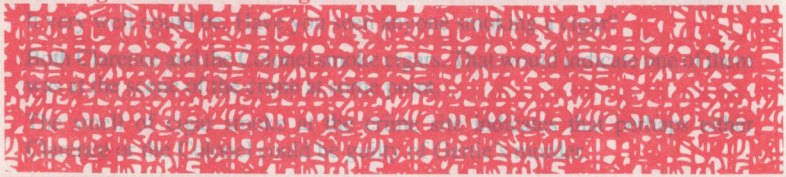
What do I do with the white hanky I found on the floor in the upstairs hallway?



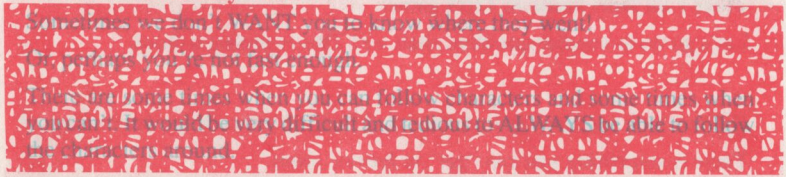
I think there's something inside the violin! How do I get it out?



I smell cigar smoke! Is this significant?

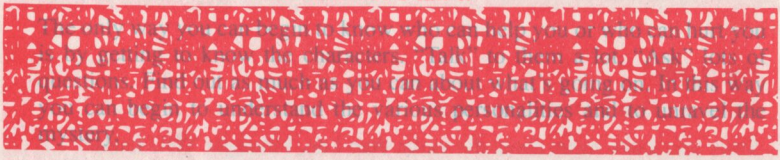


I try to "follow" the other characters but sometimes they disappear so fast I don't know where they went!

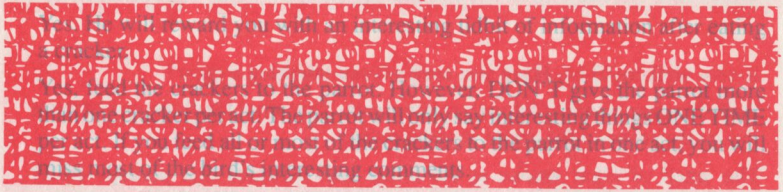


I'm beginning to know the other characters a little more and to understand their relationships with each other. How important is this stuff I'm learning about them?

I don't know who I can trust and who I can't!

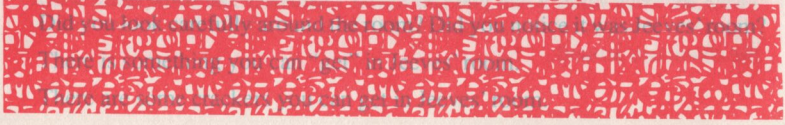


I found some crackers. Are these for the parrot?



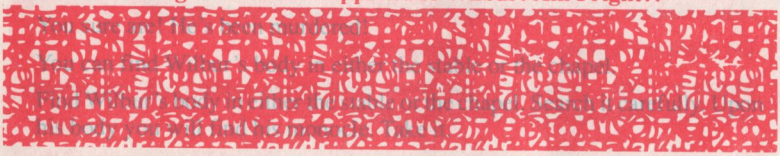
Is there a clue in the sheet music I found?

I finally made it into the cellar, but didn't see anything special.

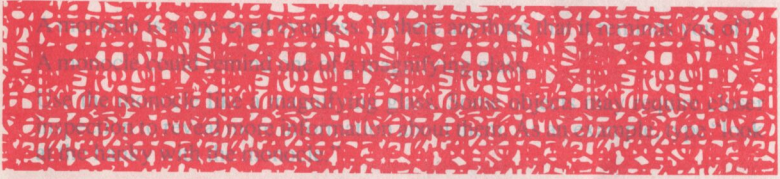


Act III

I think something terrible has happened to Wilbur! Am I right?!

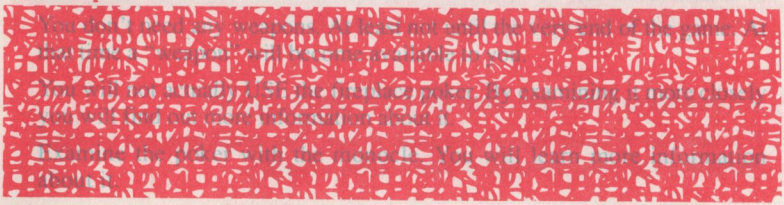


What do I do with the monocle?



What's so important about Wilbur's reading a racehorse magazine?

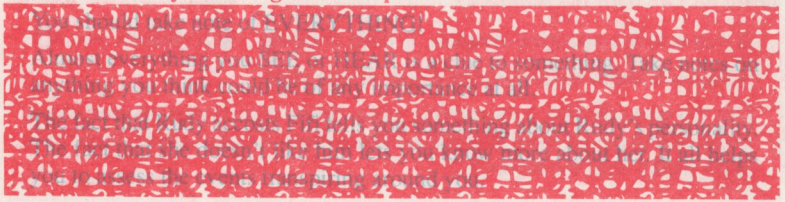
I took the fireplace poker but don't know what to do with it? Should I use it as a weapon?



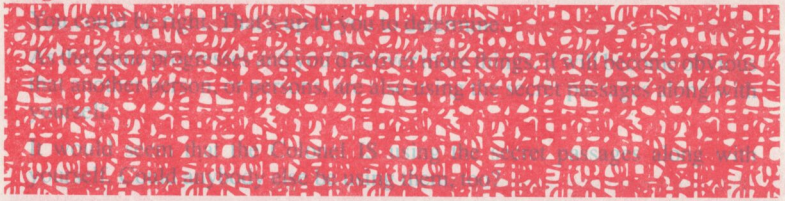
Everybody seems to have a motive to kill somebody else! How will I EVER sort out the real truth?

I noticed Lillian in the playhouse. She was acting REAL strange with some dolls!

I have seen Rudy accosting Fifi a couple of times. Should I take note of this?



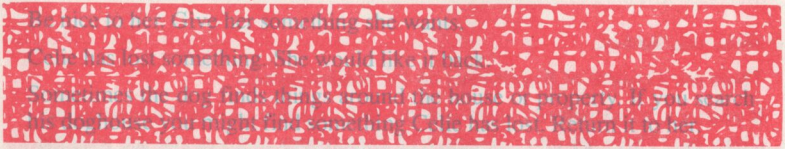
I found a cane in a secret passage. I think the Colonel is sneaking around! Am I right?



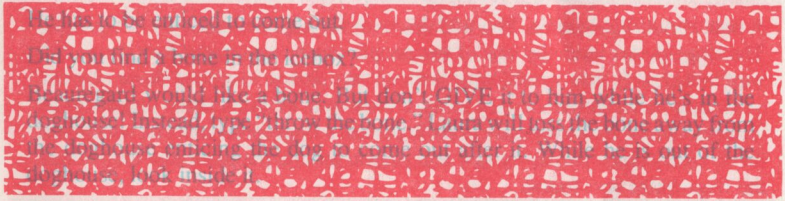
I think I found something that belongs to Celie. What should I do with it?

What do I do with the ring I found in the bowl of fruit?

Celie's in her house now, but she won't let me in! How can I enter her house?



I want to look in the doghouse but the dog's in the way! How do I get him out of there?

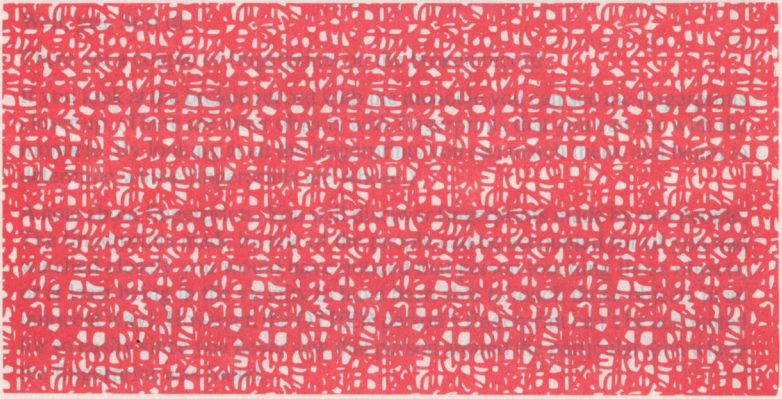


Ethel's such an awful drunk! Can, or should, I do anything for her?

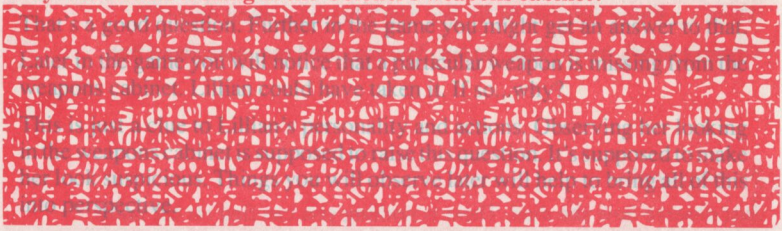
Act IV

What can I do with Gloria's body?

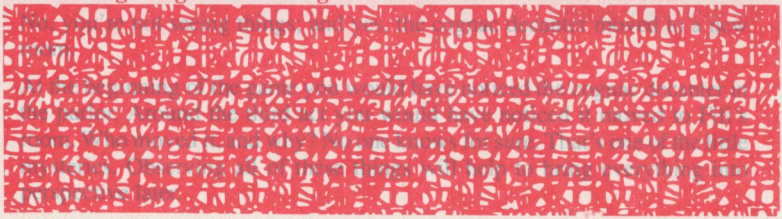
I found a piece of broken record in the billiard room. Can I do anything with it?



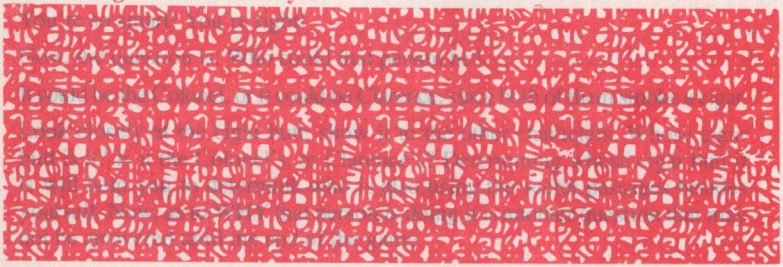
Why was Lillian looking in the Colonel's weapons cabinet?



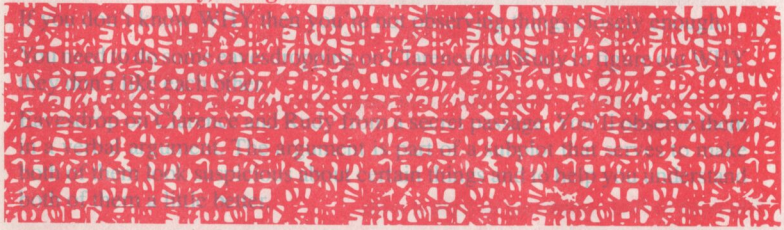
Am I seeing things? Did the cognac decanter move to a new room?



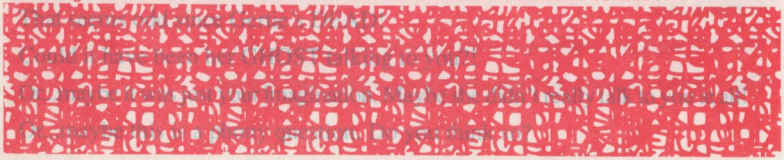
Aha! I found a cigar butt in a secret passage! Now I'm POSITIVE someone else is using them besides myself!



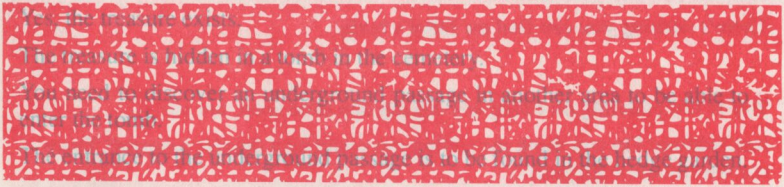
I've noticed that Clarence and Rudy REALLY don't like each other! I'm confused about why, though.



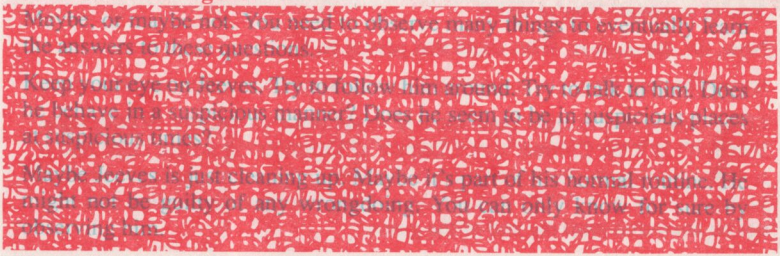
Gertie just told me to beware of Clarence! Should I listen to her?



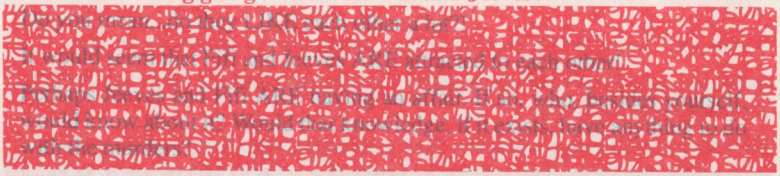
I befriended Celie and she told me some pretty interesting stuff...especially about a treasure! Does the treasure exist? Where is it?



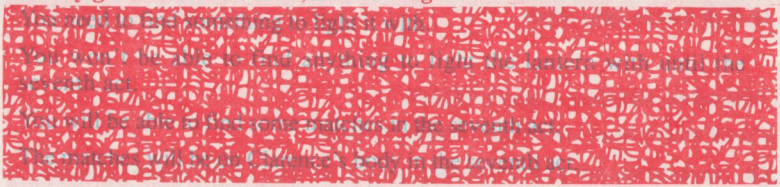
Jeeves seems to be carpet sweeping some "evidence" off the floors. Could that be an admission of guilt?



Is there something going on between Fifi and Jeeves?



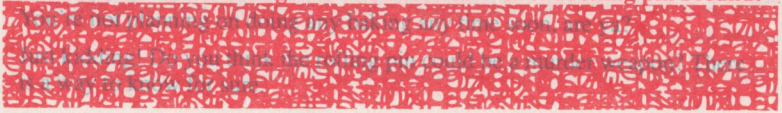
I finally got the lantern! Now, how do I light it?



Act V

I've found Ethel's body! What can I do with it?

For the life of me I can't figure out what to do with the rolling pin I found!



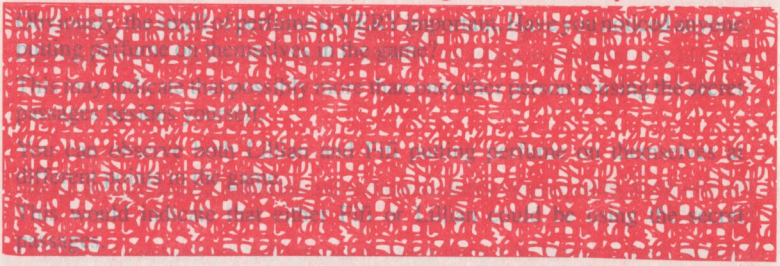
I saw a muddy bootprint! Does the murderer wear boots when doing his or her dirty deeds?

I have noticed a "shadowy" character here and there around the property and house. How can I see this character better? Is this the murderer?

I feel terrible about all the murders that are taking place! Is there anything I can do to stop them?

I found a dead body hanging from a tree! Should I just leave it alone?

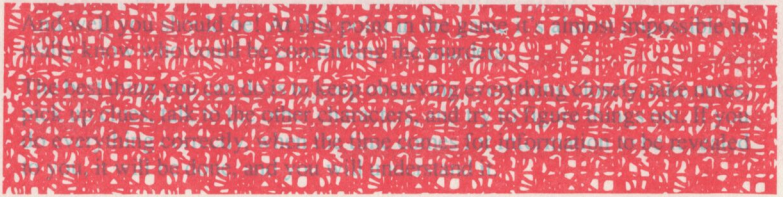
What is the importance of the smell of perfume in the secret passage? Now I'm really confused about who may be using them besides myself!



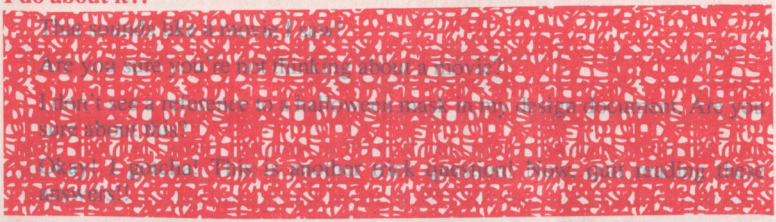
Act VI

Oh, dear! Now Jeeves and Fifi have been murdered! Is there anything I can do with their bodies?

There aren't many people left alive! Obviously, one of them is the killer but I'm STILL confused!

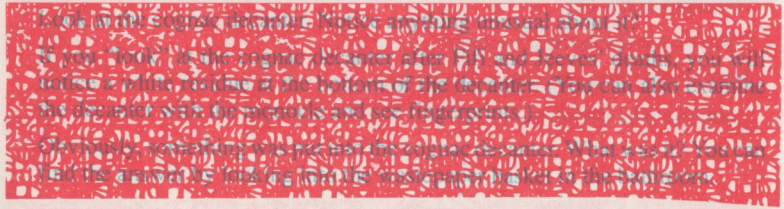


I think someone's trying to scare me with this halloween mask! What should I do about it?!

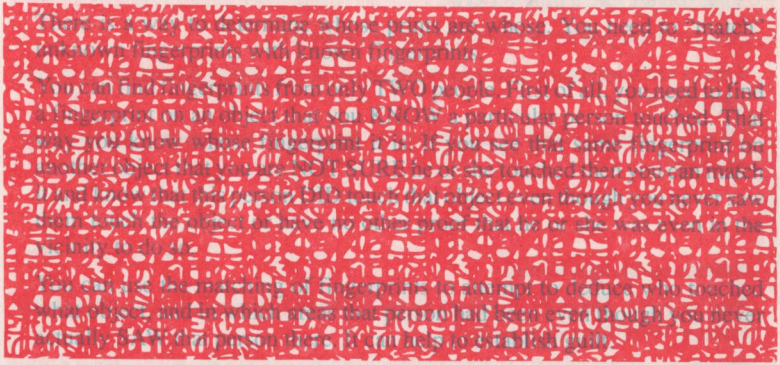


Is there a pattern with the Colonel's disappearances from his room? Should I be suspicious about this?

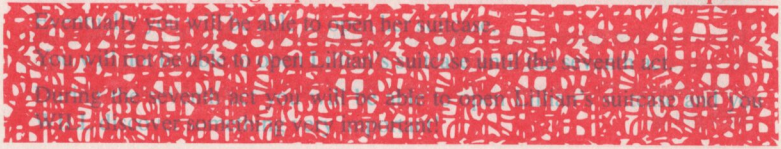
I'm confused about how Jeeves and Fifi died. It appears that they were poisoned but I have no proof!



By using the monocle I have been able to see fingerprints on various objects. How do I know whose prints they are, and will this knowledge lead me to the killer?

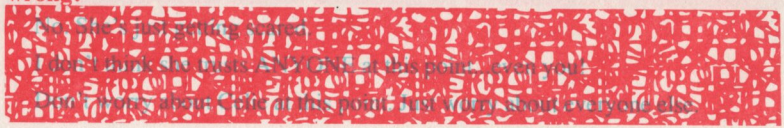


I think there's something important in Lillian's suitcase! How can I open it?



I see a big map on the wall. Is there a clue on it?

Celie won't talk to me anymore! I thought she liked me! Did I do something wrong?



I think there's something missing from the weapons cabinet! Am I right?

[redacted]

Act VII

Oh, no!! Now it's Clarence's turn to die! Should I do anything with his body?

[redacted]

And speaking of dead bodies...where are they going?

[redacted]

A black cat crossed my path! Does that mean I may be the next victim?

[redacted]

I think I know who the murderer is! Give me a clue to let me know if I'm right!

[redacted]

The derringer is missing from the study! Who took it?

[redacted]

Is Lillian's diary as incriminating for her as it seems?

[redacted]

Act VIII

I'm really confused! Now LILLIAN'S dead!! What's going on around here?!

[redacted]

What's with the disguise Lillian's wearing?

The disguise looks pretty incriminating, doesn't it?
It looks incriminating because it IS incriminating. Lillian was doing some pretty disturbing stuff!
However, the game is not over, there is MORE to the story! Keep playing!

I found the derringer near Lillian's body but it's not loaded! Are there any bullets anywhere?

Yes, there is. But you look very carefully around the area where you found Lillian's body.
There is a bullet to be found in the hedge garden near Lillian's body. Search the area very carefully.

I found all the dead bodies in the basement! Where do I go from here? Is there anything I can do in the basement?

Nope. There's more to do in the basement than observe the dead bodies. And no, there's nothing you can do with the dead bodies.
Look at the basement wall. Do you see anything?
You will notice a metal plate on the wall. Look at the metal plate.
You will see a hole in the metal plate on the wall. If you have the crank, you can stick it in the hole. Turn the crank. You will discover another hidden passage.

I found myself inside a tomb where I see some vaults in the walls! I want to open the vaults, but I can't! Help!

You need to pry open the vaults.
You need something to pry open the vaults with!
You have the crowbar. If you don't have the crowbar, you can find it in the carriage house.

What is the meaning of the message written on the parlor wall?

You mean the message written in blood? Yeah, eh eh!
Oh, come on! There is no message on the parlor wall!
Quit fiddling for the 10 phony questions!

I see a struggle going on between Rudy and the Colonel in the attic! I feel that one of them is a guilty party, but I don't know who! What should I do?!

[redacted]

The Colonel died at the end of the game and Rudy told me "the whole story." How do I know that he's telling me the truth?

[redacted]

Rudy got wounded at the end of the game and the Colonel told me "the whole story." How do I know that he's telling me the truth?

[redacted]

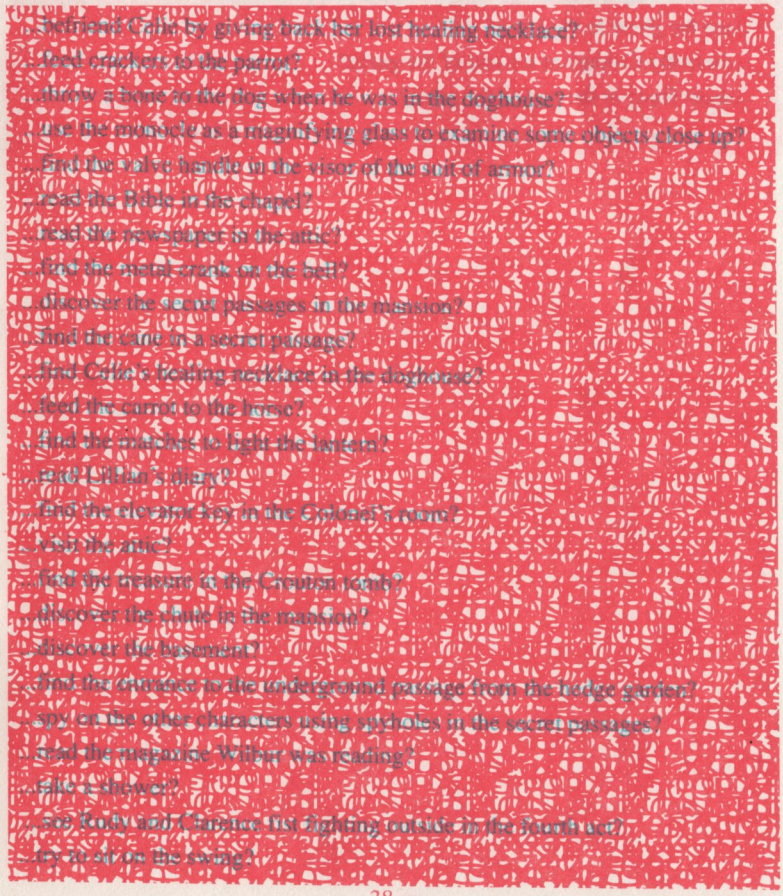
I never did find the treasure! Where is it?

[redacted]

After the End of the Game

CAUTION: Do not read this section until you have actually solved the game and seen the very end. Reading this section too soon will spoil the game for you if you have not completed it on your own.

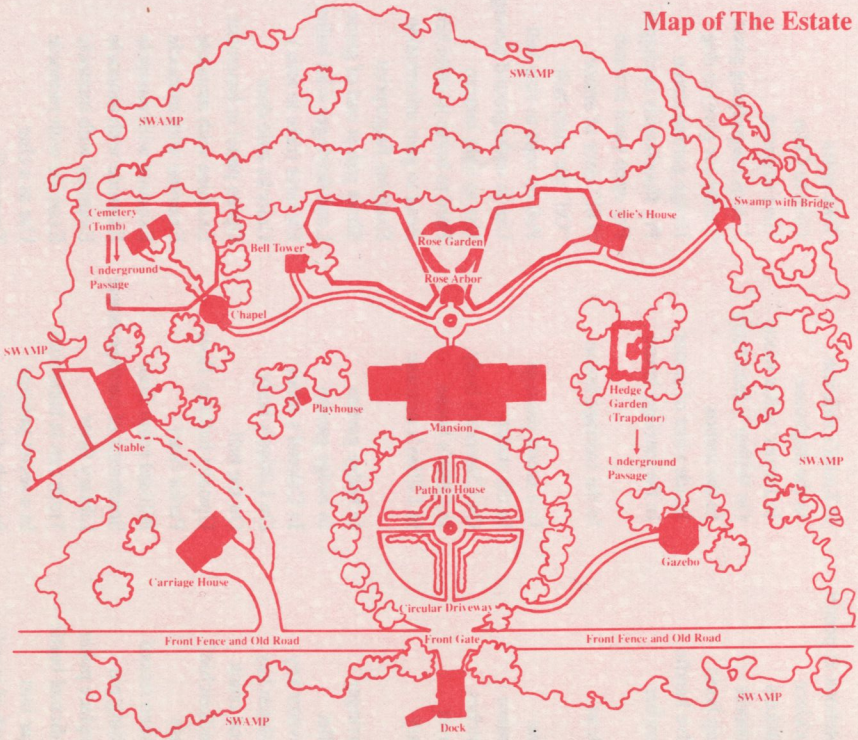
Did you...


Retrieve Celia's healing necklace?
Feed crackers to the parrot?
Throw a bone to the dog when he was in the doghouse?
Use the mirror as a magnifying glass to examine some objects close up?
Find the valve handle in the visor of the suit of armor?
Read the Bible in the church?
Read the newspaper in the attic?
Find the metal cross on the bell?
Discover the secret passages in the mansion?
Find the cave in a secret passage?
Find Celia's healing necklace in the doghouse?
Feed the carrot to the horse?
Find the matches to light the lantern?
Find Celia's diary?
Find the electrical key in the Cyclops's room?
Feed the mice?
Read the treasure in the Chessboard room?
Discover the skull in the mausoleum?
Discover the basement?
Find the entrance to the underground passage from the hedge garden?
Spy on the other characters using switches in the secret passages?
Read the magazine Wilbur was reading?
Take a shower?
See Cody and Clarence fist fighting outside in the fourth act?
Sit in all on the swing?

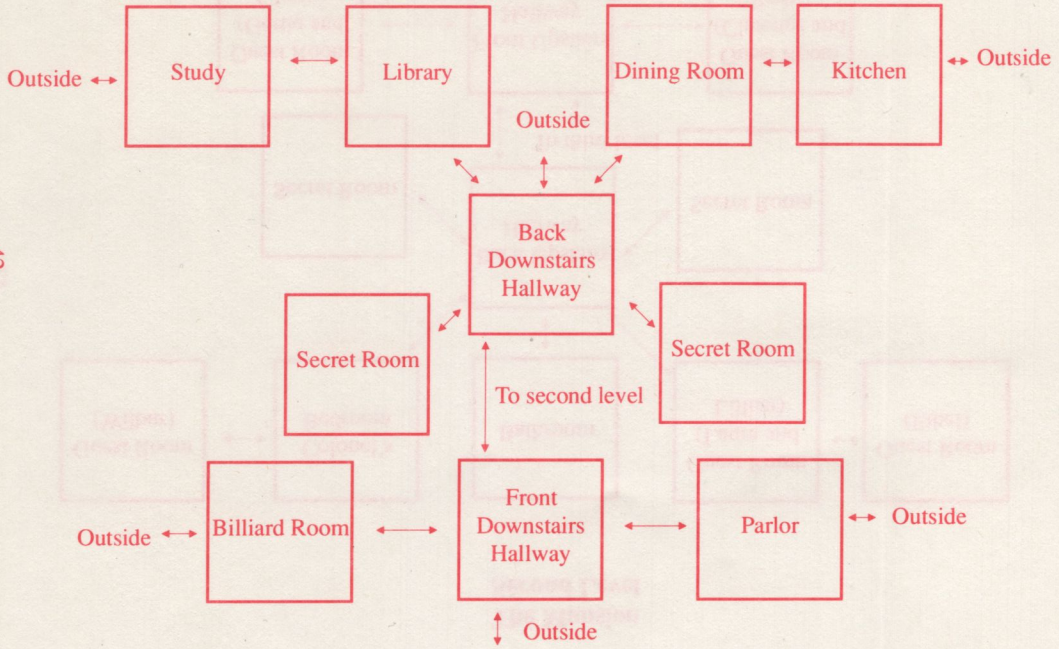
Location of All Objects

Objects	Where found	Where or how used
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]
[illegible]	[illegible]	[illegible]

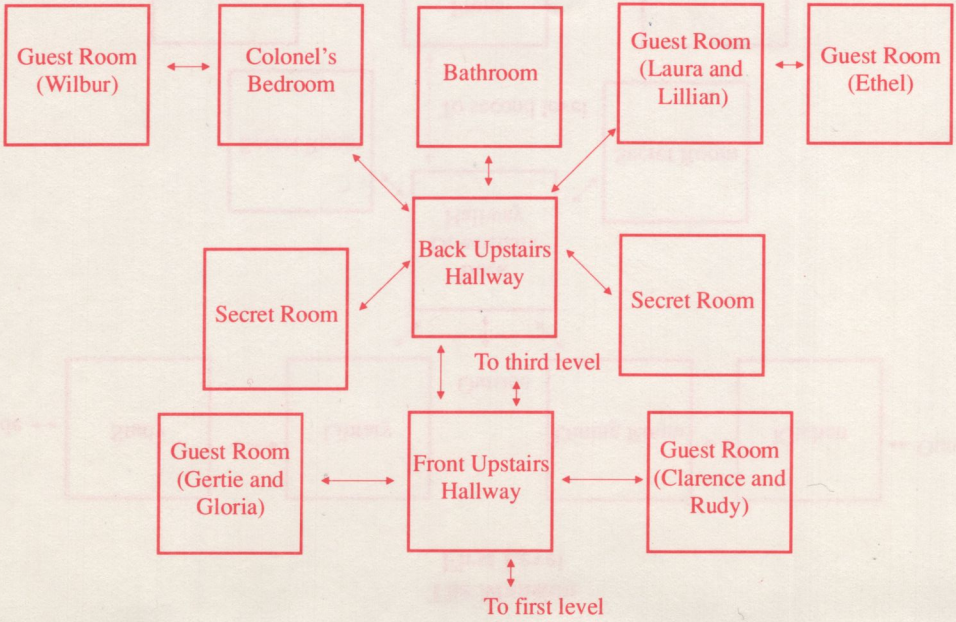
Map of The Estate



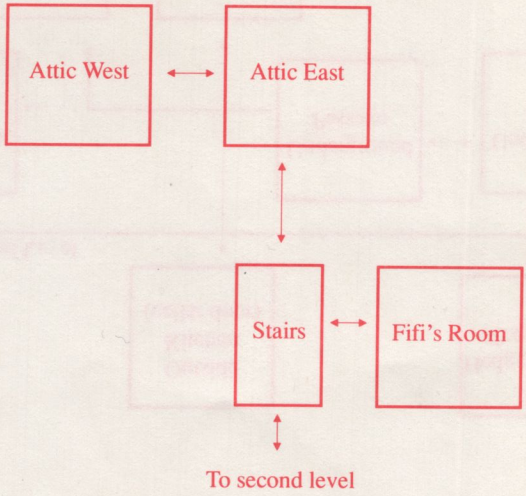
The Mansion
First Level



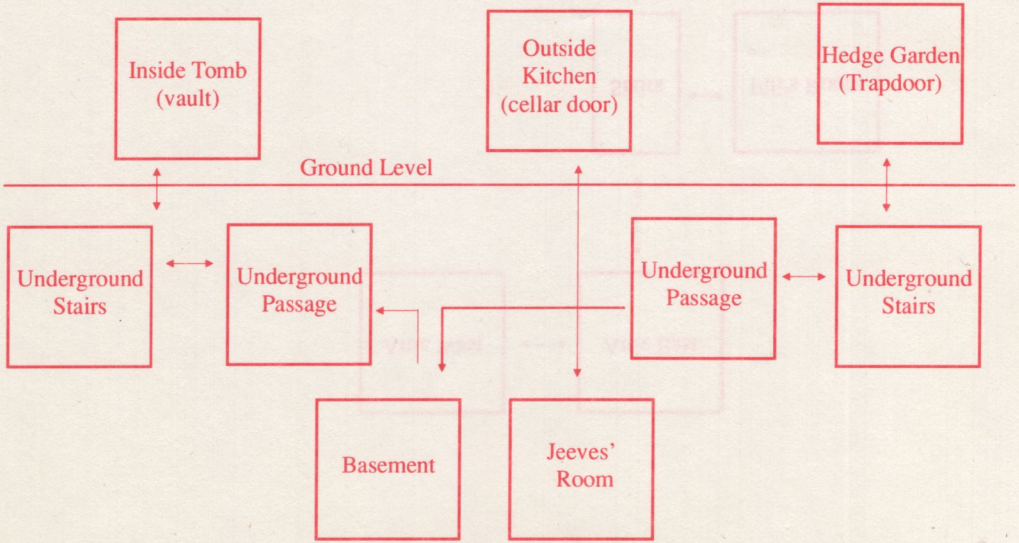
The Mansion
Second Level



The Mansion
Third Level



Below Ground



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